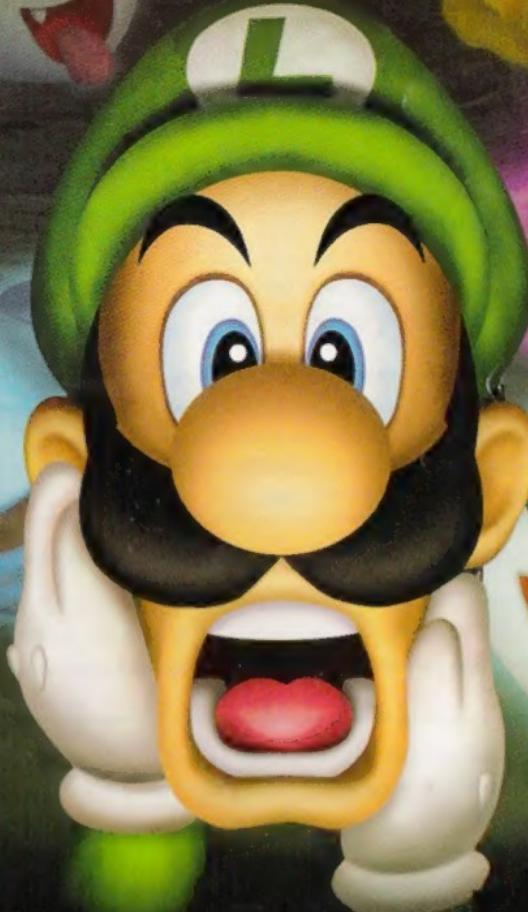


Luigi's Mansion™



EmuMovies

NINTENDO
GAMECUBE

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.

1 Player



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.

For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 1-900-451-4400

U.S. \$1.50 per minute Canada \$2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under age 18 need to obtain parental permission to call. (Prices subject to change)



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND PROGRAM, RESERVED BY NINTENDO.

© 2001 NINTENDO. TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.

Dolby and the double-D Symbol are trademarks of Dolby Laboratories

© 2001 NINTENDO. ALL RIGHTS RESERVED.

Luigi's Mansion™



Contents

● And the Grand Prize is	6
● Using the Controller	8
● Controlling Luigi	10
● Ask Professor Elvin Gadd!	18
● Starting the Game	20
● Playing the Game	22
Step One: Visit All the Rooms That You Can	23
Step Two: Vacuum the Ghosts	24
★ Professor E. Gadd's Ghost Lecture	25
Step Three: Save with Toad	26
Step Four: Defeat a Boss Ghost to Clear an Area	27
Step Five: Empty your Vacuum Cleaner	27
● Use the Game Boy Horror Wisely!	28
● Check out the Ghost Gallery	30

And the grand prize is

One day, Luigi received an unexpected message:
You've won a huge mansion! Naturally, He got very excited and called his brother, Mario. "Mario? It's me, Luigi. I won myself a big mansion! Meet me there and we'll celebrate, what do you say?"

Luigi tried to follow the map to his new mansion, but the night was dark, and he became hopelessly lost in an eerie forest along the way. Finally, he came upon a gloomy mansion on the edge of the woods. According to the map, this mansion seemed to be the one Luigi was looking for. As soon as Luigi set foot in the mansion, he started to feel nervous. Mario, who should have arrived first, was nowhere to be seen. Not only that, but there were ghosts in the mansion!

a big, haunted mansion!?

Suddenly, a ghost lunged at Luigi! "Mario! Help mee!" That's when a strange old man with a vacuum cleaner on his back appeared out of nowhere! This strange fellow managed to rescue Luigi from the ghosts, then the two of them escaped...

It just so happened that the old man, Professor Elvin Gadd, who lived near the house, was researching his favorite subject, ghosts. Luigi told Professor E. Gadd that his brother Mario was missing, so the Professor decided to give Luigi two inventions that would help him search for his brother.

Luigi's not exactly known for his bravery. Can he get rid of all the prank-loving ghosts and find Mario?

C
A
S
T



Luigi



Professor E. Gadd



Ghosts Galore



Mario

Using the Controller



First things first, sonny! You've got to learn how to use the controller! Read more on the following pages for details.

There are two types of control. **Standard** is for those just starting out, and **Sidestep** is for those who are a bit more used to the game. The only difference is how you use the Control Stick to move Luigi. You can change controller settings on the Pause screen (pg. 15) or with Options (pg. 21).

L Button

- Expel an element from the vacuum (pg. 15).



Control Stick

- Move Luigi (walk, run)

When using the vacuum, Luigi will move while facing a fixed direction until you change it.

When you set the controls to the Sidestep type, Luigi faces a fixed direction even when you are just using the flashlight.

If a ghost grabs you, tilt the Control Stick and C Stick back and forth to shake it off.



START/PAUSE

- Temporarily pause the game and display the Pause screen.



B Button

- Hold this button to keep the flashlight turned off

*Works only when you're in a dark room

* Press and hold the B Button, X Button, and START/PAUSE simultaneously to reset the game just as you would with RESET.



R Button

- Use the vacuum cleaner to suck up things like ghosts (pg. 13).

The harder you press the R Button, the more power your vacuum will use to suck.



Using the GAME BOY® HORROR

The Game Boy Horror is a portable device invented by Prof. E. Gadd (pgs. 28-29).

*You cannot use the vacuum or move Luigi when using the Game Boy Horror.

X Button

- Search Mode shows Luigi's perspective.



*You can check all sorts of things with this view.

Y Button

- Floor Map



Z Button

- Item List



A Button

- Examine Things
- Open a door
- Display the next message
- Choose an option

Controlling Luigi



Look here now, whipper-snapper! You'd better learn these moves so you know what to do when you meet a ghost!

*These commands apply to the controller when it is set to Standard control type.

Walk / Run



Control Stick

Luigi moves in the direction that you tilt the Control Stick. He moves slowly when you tilt the Control Stick a little bit, and he moves quickly when you tilt the Control Stick a lot.



Try using the Sidestep control style.

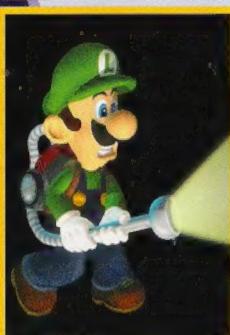
Some ghosts are easier to vacuum when you change the control type from Standard to Sidestep. Try using each in different situations.

Changing the Direction of the Flashlight and Vacuum



C Stick

Without moving Luigi, you can change the direction of the flashlight or vacuum you are using and point it at a ghost.



▲ Tilt the C Stick toward you to point the flashlight or vacuum up, and tilt the C Stick away from you to point them down.

Open a Door

Press **A**

in front of a door.



If you press the A Button when standing in front of an unlocked door, you can open it. If you have the key to a locked door, you'll automatically use it to open the door.



Which door does this key fit?

When you get a new key, the Floor Map screen will appear to show you which door the key fits.



Examine

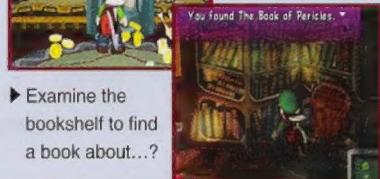
Press **A**

when standing in front of the object you want to examine.

You can examine various things inside the mansion. Stand Luigi in front of a piece of furniture or other object and press the A Button. Luigi will examine the object by opening, tapping, or lifting it. You can find various items by examining objects.



◀ When Luigi examines the wardrobe, coins come out!



► Examine the bookshelf to find a book about...?

Vacuuming Ghosts

This is Luigi's most important action. Using the **vacuum** he received from Prof. E. Gadd, Luigi can take the following steps to vacuum ghosts.

Step One Shine the Flashlight on Ghosts

Use →  + 

When a ghost appears, use the C Stick to shine the flashlight on it. The ghost will be surprised and stop moving. A heart icon will also appear in the ghost's chest. When this heart appears, you can suck the ghost into the vacuum.



Step One

Points to remember when shining the flashlight on ghosts.

If ghosts are too far away when Luigi shines a light on them, you will not be able to vacuum them up even though their hearts have appeared. Try to get as close as possible to ghosts before flashing the light on them. One good technique is to hold down the B Button to keep the flashlight off. Use the darkness to draw the ghosts in close before flashing them with the light.

Use  to surprise ghosts!



Step Two Vacuum the Ghosts

Use →



Once a ghost's heart has appeared, hold down the R Button to activate the vacuum, then suck the ghost in. Next to the ghost's heart, you will see a number. This number shows the **ghost's power**, and as you vacuum the ghost, this number will go down. When the number reaches zero, the ghost will lose the power to flee and will be sucked into the vacuum.



Step Two

Vacuum the Ghosts as if You Were Fishing!

When the vacuum first contacts the ghosts, they will get upset and try to run away. If you let the ghosts resist, their power won't decrease. But if you **tilt the Control Stick and C Stick in the direction opposite from the escaping ghost**, then you can hold the ghost with the vacuum suction, and its power will begin to decrease. Think of this as you would fighting with a fish on a line. Also, tilting away from the ghost with the Sticks in short, rapid motions will decrease their power faster than constant tilting.

Example: The ghost is on the right side of the screen.

While vacuuming with the R Button, tilt the Control Stick and C Stick to the left to catch the ghost.



Step Three Finish Vacuuming!

When the ghost's power reaches zero, continue to hold the R Button until the ghost is sucked into the vacuum.



Quick Questions #1



What if the ghost drags Luigi...?

When vacuuming ghosts, Luigi can lose hearts if he is being dragged. Vacuum the ghosts aggressively, and try to keep them from dragging Luigi.

What else can I vacuum?

Coins and bills come out of some furniture and fixtures, and they scatter around the room. Use the vacuum to quickly collect them all at once by sucking them up. Some unexpected things can be vacuumed or will respond to vacuuming, so use your vacuum everywhere!



Expelling Elements



L Button

Your vacuum, in addition to sucking things in, can also **expel** some things that have been vacuumed. If you have already sucked an element into your vacuum, you can expel the element later with the L Button.

What Are Elements?

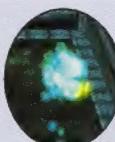
There are three types of energy elements: fire, water, and ice. You can vacuum these elements to expel later when trying to capture ghosts of the different energy type.



Elemental Ghosts



Fire



Water



Ice

▲ Elemental ghosts will start to appear after you find the three types of element medals hidden around the house.

An explanation of elements continues on page 16. ➤

What can I do on the Pause screen?

When you press START/PAUSE during game play, the game will temporarily pause, and the Pause screen will appear. You can change the control type by tilting left or right on the Control Stick. You can also tilt the Control Stick up and down to select Quit and press the A Button to stop the game. **This option will not save your game before quitting, so please be careful.**



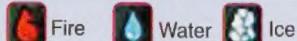
How to Expel Elements



When you vacuum an elemental ghost, an element meter will appear on the bottom of your screen. The element type is shown as an icon inside of the meter.

Element Meter

Element Icon



Fire



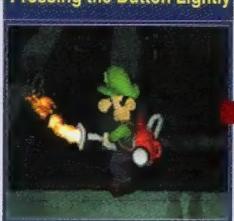
Water



Ice

Elements that appear as icons on your meter can be expelled from the vacuum at any time. Press the L Button to expel the element from the vacuum. The harder you press the L Button, the more of the element will be expelled from the vacuum.

Pressing the Button Lightly



Pressing the Button Hard



Every time you expel an element, the element meter will decrease.
(See details on the right for more information.)

Shoot Out an Elemental Blast

When you quickly press the L Button all the way down, you can shoot out a large lump of the element.



When Should I Expel Elements?

You can, for example, light unlit candles by expelling fire.

Lighting candles can sometimes cause a change in the room.

You can also damage some ghosts with elements.



What Do I Need to Expel Other Elements?

If you want to shoot out an element other than the one you have, you must first find and suck up an elemental ghost of the element you want. For example, if you have a fire element, but you want to use a water element, you must first find and vacuum a water elemental ghost. The element in your vacuum will then change from fire to water.



How Much Element Can Luigi Expel?



Luigi can expel elements until his element meter disappears. The more element you expel, the faster the element meter will run out. You can hold the element longer by expelling only small amounts at a time. Remember that expelling large amounts at a time will also cause your meter to decrease rapidly.



Ask Professor Elvin Gadd!

OK, feller. So now you know exactly what you're supposed to do, eh? What's that? You've still got questions, you say?

Q1 What happens to the vacuumed ghosts?



A

I'll turn 'em back into paintings!

I'll be having you vacuum all sorts of ghosts, but some of 'em need to be collected from your vacuum immediately. These ghosts will have to go through my newly invented "Ghost Portrificationizer" and turned

back into paintings. I'll be putting those paintings up in the gallery as you bring them to me (pg. 30). Why do we have to turn them into paintings, you ask?

Because most were paintings to begin with, that's why! Read my ghost lecture on page 25 for more information.



Q2 Should I collect all of these coins and bills, too?

A

Yeah, you really should, sonny.

When you find coins, bills, and jewels in the mansion, you shouldn't just leave 'em lying around, now should you? Collect all the treasure you want, 'cause I'm not particularly interested in the stuff. I'm sure you can find some use for all those baubles.



Q3 What should I do when I get hurt?

A

You'd better collect some hearts!

This big heart icon shows how healthy you are. As you take damage, the heart will shrink, and the number to the right will decrease. When this number reaches zero, you're done for! Don't let that happen, 'cause I'll be in a real jam, too! Examine all the furniture to find hearts. Collect those to recover your health. Hearts also appear when you vacuum two or more ghosts at once. The bigger the heart is, the more health it helps you recover. An eye for an eye, a heart for a heart...or something like that.



Heart Icon

Q4 Where are you while I'm hunting ghosts?

A

I'm down here in the Lab!

I'm usually down here in my lab in front of the mansion. But don't worry about me, sonny. I can see you through the Game Boy Horror I gave



you—it records everything you can see and sends it down to a monitor in the lab. So I can see what-all's going on up there, you hear? Sometimes I'll use the Game Boy Horror to send you a bit of advice. Just relax, and catch those ghosts!

Starting the Game



Now you know how to catch ghosts, right? So let's get started already!

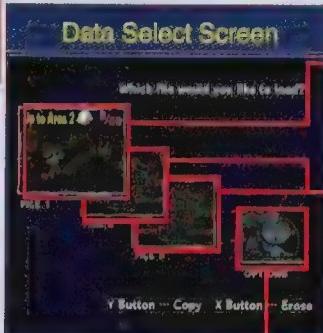
Put the Game Disc and Memory Card into your NINTENDO GAMECUBE, close the cover, and press POWER to turn the power on. Once the title screen appears, press PAUSE/START. The File Select screen will then appear.

* You will need a Memory Card to save a game in progress. Insert the Memory Card into Slot A.



The File Select Screen

You can save up to three games. On the File Select screen, select a saved data file and press the Y Button to copy that data to an empty location. Select a saved data file and press the X Button to erase that file. Erased data files cannot be restored, so please be careful.



Saved Data

Select this option to continue a previously saved game (pg. 26). The contents of the saved data file will appear on screen.

Data Files with the label "New Game"

Select this file to start playing the game from the beginning.

Options

Choose this to set play options. See the next page for more information.

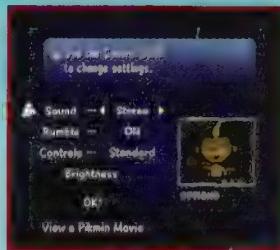
Continuing a Saved Game

Select a saved data file on the File Select screen and press the A Button. You can then continue playing a previously saved game. When continuing a game from a saved data file, you will appear in Prof. Gadd's Lab. You must choose "The Mansion" to return to the start point at the front entrance.

- No saved data files will appear on this screen unless there is a Memory Card with previously saved games inserted in the console.

Options

Options settings can affect game play in many different ways. Settings changed here will be saved to all three save files when you save your game.



Sound

You can switch sound settings between Stereo, Mono, and Surround. If you have an audio system equipped with Dolby Surround, you can choose the Surround option to improve the immersive quality of the game's audio environment.

Controls

Choose between the Standard and Sidestep control types.

Brightness

You can check to see if the brightness of your monitor is appropriate for this game. Follow the directions on the screen and adjust the brightness settings on your television.

Rumble

Set the controller's vibration function to ON or OFF.

View a Pikmin™ Movie

Press A to see a preview of Pikmin for Nintendo GameCube. (This game is in development. Scenes shown may not be final.)

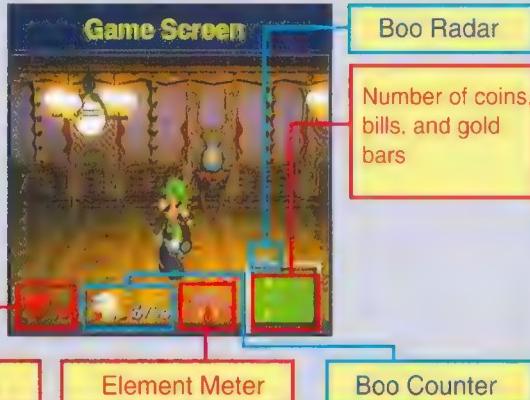
Playing the Game



Now I'm gonna explain all you need to know once you get inside the mansion. Don't worry...knowledge isn't a heavy burden to carry around, sonny!

Viewing the Game Screen

First, I'll explain how to view the game screen.



Heart Icon

This icon shows the state of Luigi's health. When you take damage, this heart will get smaller, and the number on the right will decrease (max. value is 100). When this number reaches zero, your game will end.



Element Meter

The type and amount of element that you can expel will appear here when you vacuum up an elemental ghost.

→ See page 15 - 17



Boo Radar

This will appear during the game when Boos start to appear. When Luigi approaches a Boo, the lamp will turn red to let you know.

→ See page 28



Boo Counter

The counter displays the number of Boos that you have captured.

→ See page 24

Stages in Your Search

Luigi must capture all of the ghosts he encounters as he walks around the mansion. After capturing a **boss ghost**, Luigi can then proceed to the next area of the mansion. Each boss controls one area of the mansion. Here are some basic steps to follow within each area.

- Step One** Visit All the Rooms That You Can
- Step Two** Vacuum the Ghosts → Pg. 24
- Step Three** Save With a Toad → Pg. 26
- Step Four** Capture the Boss to Clear the Area → Pg. 27
- Step Five** Empty Your Vacuum → Pg. 27

Step One

Visit All the Rooms That You Can

There are many rooms in the mansion. You will not be able to enter all of them at first. Most of the rooms are locked, so you will have to find a key for every door to move on.

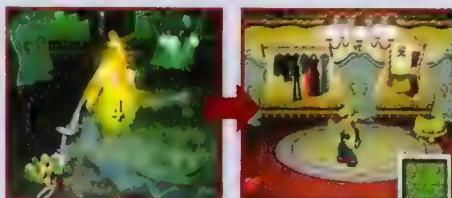


Step Two

Vacuum the Ghosts

When you enter a room, try to capture all the ghosts in that room. When you have cleared a room of ghosts, the lights will come on and brighten the room.

- ▶ First, capture all the ghosts in the room to turn on the lights.



Quick Questions #2

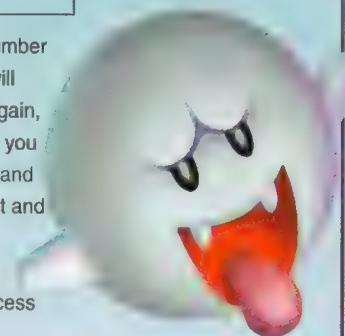
What are these pearls?

Some special ghosts who were formerly paintings will drop **pearls** as you try to capture them. Depending on how many of these pearls you gather, the quality of the frames on portraits in the gallery will change (pg. 30).



Collect all of the Boos!!

As you advance in the game, the number of **Boos** appearing in the mansion will increase. If you want to see Mario again, you'd better get as many of them as you can. Explore every part of the room and use your Boo radar to flush them out and capture them with your vacuum. Sometimes capturing a certain number of Boos will allow you to access another room.



* Boos do not appear in dark rooms. You must first capture all other ghosts and brighten the room before you can find any Boos.

Professor E. Gadd's Ghost Lecture



As a result of extensive research, I have divided ghosts into several categories. Listen up while I explain them here.

Normal Ghosts

There are several types of normal ghost, each with a different shape and size. They are not abnormally difficult to capture, because they're, well, normal. There are also slightly special **elemental ghosts**, but you'll have to see page 15 for more information about them.



Portrait Ghosts

I collected famous ghosts from all over the world and turned them into paintings, but those darn Boos went and turned them all back into ghosts again! You've got to catch those ghosts so I can turn them back into paintings.



Boos



Anyway, Boos are the worst! The Boos are the ones that kidnapped your brother. The Boos are all hiding somewhere in the mansion. You've got to catch them!

Step Three

Save With a Toad



When you speak to a Toad, like the one at the front entrance, you can save your progress in the game. Doing so will save all items that you have collected, as well as all rooms that you have cleared. Remember to save often and every time you complete a difficult part of the game.

* You can also save when you catch a Boo.

- * You will need 3 available memory blocks on your Memory Card to save Luigi's Mansion game data.



How to Save

Speak to Toad, then choose Save and press the A Button. Your previous save data will automatically be overwritten with your new data.



* Please do not remove the Memory Card or shut off the power during saving. You could damage the Memory Card or console.

Save Messages

If you are unable to save because of some problem with the Memory Card, a message will appear on the screen. Please follow the instructions in the message.



* Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and delete Memory Card files.

Step Four

Defeat a Boss Ghost to Clear an Area

When you reach the end of an area, you will encounter a large **boss ghost**, much stronger than those you have met before. If you capture the boss ghost, the area will be cleared.



Step Five

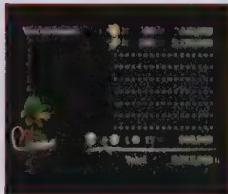
Empty Your Vacuum Cleaner

Look at the ghosts you have captured



Count your treasure

When you finish pressing the ghosts, you can count your treasure. All of the coins, bills, gold bars, and jewels that you have gathered will be counted up as G (Gold), and added to your total.



* You can also save at this point.

Use the Game Boy Horror Wisely!



This is the portable device I invented to help you search the mansion and help you hunt for Boos!

Function #1 Boo Radar



Look here!



The Boo radar is a convenient function when you are wandering the mansion in search of Boos. When Luigi enters a room where there's a Boo, the lamp on the Boo radar will change from blue to yellow. When Luigi approaches a Boo's hiding place in the room, the lamp will change color from yellow to red and start to blink. When this happens, examine all suspicious objects nearby. The Boo radar responds to all Boo-shaped objects of a similar size, though, so just because the lamp is flashing red does not mean you will find a Boo.

Function #2 Z Button



Inventory List

When you press the Z Button during play, you can display a screen of all the items you have collected so far. This list is divided into ghosts and treasure. Use the C Stick to select a ghost on the ghost list screen and press the A Button to view a profile of that ghost.



Function #3 X Button



Search Mode

When you press the X Button during game play, you can use the Game Boy Horror to view the mansion from Luigi's perspective. Use the Control Stick to place the cursor on an object you want to search and press the A Button. You can search a ghost's heart, for example, to see what lies within it! (A clue, perhaps?) You can also cause various objects to react by searching. Try checking all sorts of places with your Game Boy Horror.



Function #4 Y Button



Floor Map

Press the Y Button during game play to display the Floor Map. The rooms appear in different colors depending on what area they belong to and whether or not you have visited and/or cleared them.

Current floor and the name of the room you are in

An unvisited room

A cleared room (the color depends on the area)



A room you have visited but not yet cleared

An unlocked door

A locked door

Change the floor being displayed by tilting up or down on the Control Stick, rotate by tilting left and right, and zoom in with the A Button. Use the C Stick to scroll when zoomed in.

Check Out the Ghost Gallery



I turn the ghosts you capture back into paintings and hang'em here!

Move From the Lab to the Gallery

You can visit the gallery from Prof. E. Gadd's laboratory. Select "The Gallery" from the options on the right and press the A Button. The gallery will then appear as the next screen.



View Ghost Paintings in the Gallery

Luigi can walk freely around the gallery. The paintings of all the ghosts you have captured are hanging in the gallery. Stand in front of a painting you wish to view and press the A Button.



The painting will then appear enlarged on your screen. The type and color of the frame changes depending on the size and number of pearls you collect when you capture that ghost.



STAFF CREDITS

■ EXECUTIVE PRODUCER

Hiroshi Yamauchi

■ PRODUCERS

Shigeru Miyamoto

Takashi Tezuka

■ DIRECTOR

Hideki Konno

■ DESIGN DIRECTOR

Tadashi Sugiyama

■ ASSISTANT

DIRECTORS

Hajime Takahashi

Kiyoshi Mizuki

Yoichi Yamada

■ MAP DESIGN

Katsuhiko Kanno

Hirotake Ohtsubo

Koji Kitagawa

Yoshihisa Morimoto

■ CHARACTER DESIGN

Hideki Fujii

Takeshi Hosono

Yoshikiyo Oyama

Ryuichi Yamamoto

■ SCREEN DESIGN

Ren Uehara

■ EFFECT DESIGN

Keiji Inoue

Daiji Imai

Haruyasu Ito

■ MAIN PROGRAM

Hiroki Sotoike

■ PROGRAM

Daiki Iwamoto

Masahiro Kawano

Kouichi Kawamoto

Naoki Koga

Yoshitaka Ajioka

Katsuhsia Sato

Hiroyuki Koono

Daisuke Nakamura

■ MUSIC

Kazumi Totaka

Shinobu Tanaka

■ SOUND EFFECT

PROGRAM

Yoji Inagaki

Toru Asakawa

■ ENDING DESIGN

Takumi Kawagoe

Shinya Takahashi

Tsuyoshi Watanabe

Ryuji Kobayashi

Keisuke Nishimori

■ MOTION CAPTURE

Shigeki Yoshida

■ VOICE

Charles Martinet

Jen Taylor

■ PROGRESS

MANAGEMENT

Keizo Kato

Minoru Narita

■ TECHNICAL

SUPPORT

Hironobu Kakui

Yoshito Yasuda

Shingo Okamoto

■ TOOL SUPPORT

Yoshinori Tanimoto

Yasuki Tawaraishi

Yusuke Kurahashi

Masato Kimura

Hirohito Yoshimoto

Toshihiro Kawabata

Tatsuro Ota

■ LIBRARY SUPPORT

Hiroyo Yada

Tetsuya Sasaki

Eiichi Shirakawa

Motoi Okamoto

Toshihiko Kiuchi

■ DEBUG SUPPORT

Souichirou Nakajima

Shigeyuki Asuke

Jyunya Kameda

Yusuke Shiraiwa

■ NORTH AMERICAN LOCALIZATION

Nate Bihldorff

Scot Ritchey

Bill Trinen

Leslie Swan

■ NOA ENGINEERING

DEBUG TEAM

Miho Hattori

Scott Callahan

Dan Simpson

Jack Anderson

Kirk Buchanan

Sean Egan

■ SPECIAL THANKS

Tomoaki Kuroume

Super Mario Club

All Rights, including
the copyrights of Game,
Scenario, Music and
Program, reserved by
NINTENDO.

Important

REV-C

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:

Nintendo Consumer Service

www.nintendo.com

or call 1-800-255-3700

(U.S. and Canada)

Warranty & Service Information

REV-A

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

NOTES



OFFICIAL
NINTENDO POWER
PLAYER'S GUIDE

AVAILABLE AT YOUR NEAREST RETAILER!
WWW.NINTENDO.COM



**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**



Nintendo®

CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700

*MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)*

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN USA



45974B